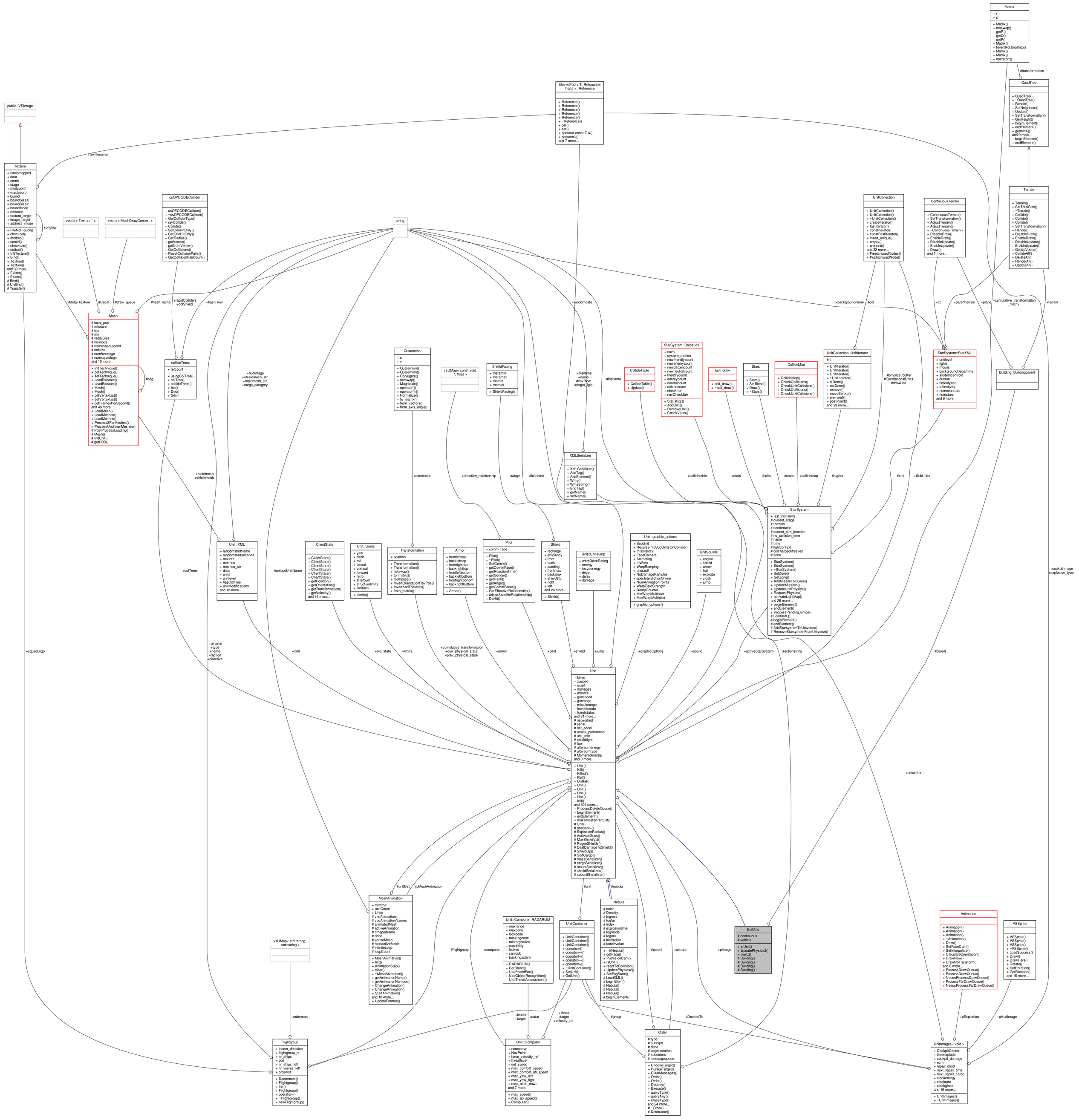
Matrix
+ f
+ p
+ Matrix()
+ netswap()
+ getR()
+ getQ()
+ getP()
+ Matrix()
+ InvertRotationInto()
+ Matrix()
+ Matrix()
+ operator*()
#transformation
QuadTree
+ QuadTree()
+ ~QuadTree()
+ Render()
+ SetNeighbors()
+ Update()
+ SetTransformation()
+ GetHeight()
+ beginElement()
+ endElement()
+ getminX()
and 9 more...
+ beginElement()
+ endElement()
SharedPool< T, Refcounter Traits >::Reference
+ Reference()
+ Reference()
+ Reference()
+ Reference()
+ Reference()
+ ~Reference()
+ get()
+ set()
+ operator const T &()
+ operator=()
and 7 more...
public::VSImage
+texfilename
Texture
+ ismipmapped
+ data
+ name
+ stage
+ mintcoord
+ maxtcoord
+ bound
+ boundSizeX
+ boundSizeY
+ boundMode
+ refcount
+ texture_target
+ image_target
+ address_mode
+ FileNotFound()
+ checkold()
+ modold()
+ setold()
+ checkbad()
+ setbad()
+ InitTexture()
+ Bind()
+ Texture()
+ Texture()
and 30 more...
+ Exists()
+ Exists()
# Bind()
# UnBind()
# Transfer()
+original
vector< Texture * >
vector< MeshDrawContext >
csOPCODECollider
+ csOPCODECollider()
+ ~csOPCODECollider()
+ GetColliderType()
+ rayCollide()
+ Collide()
+ SetOneHitOnly()
+ GetOneHitOnly()
+ GetRadius()
+ getVertex()
+ getNumVertex()
+ GetCollisions()
+ ResetCollisionPairs()
+ GetCollisionPairCount()
string
UnitCollection
+ UnitCollection()
+ UnitCollection()
+ ~UnitCollection()
+ createIterator()
+ fastIterator()
+ constIterator()
+ constFastIterator()
+ insert_unique()
+ empty()
+ prepend()
and 32 more...
+ FreeUnusedNodes()
+ PushUnusedNode()
ContinuousTerrain
+ ContinuousTerrain()
+ SetTransformation()
+ AdjustTerrain()
+ AdjustTerrain()
+ ~ContinuousTerrain()
+ DisableDraw()
+ EnableDraw()
+ DisableUpdate()
+ EnableUpdate()
+ Draw()
and 7 more...
Terrain
+ Terrain()
+ SetTotalSize()
+ ~Terrain()
+ Collide()
+ Collide()
+ Collide()
+ SetTransformation()
+ Render()
+ DisableDraw()
+ EnableDraw()
+ DisableUpdate()
+ EnableUpdate()
+ GetUpVector()
+ CollideAll()
+ DeleteAll()
+ RenderAll()
+ UpdateAll()
#detailTexture
#Decal
#draw_queue
Mesh
local_pos
refcount
mx
mn
radialSize
numlods
framespersecond
lodsize
numforcelogo
numsquadlogo
and 10 more...
+ initTechnique()
+ getTechnique()
+ setTechnique()
+ LoadExistant()
+ LoadExistant()
+ Mesh()
+ Mesh()
+ getVertexList()
+ setVertexList()
+ getFramesPerSecond()
and 48 more...
+ LoadMesh()
+ LoadMeshes()
+ LoadMeshes()
+ ProcessZFarMeshes()
+ ProcessUndrawnMeshes()
# PostProcessLoading()
# Mesh()
# InitUnit()
# getLOD()
#hash_name
+rapidColliders
+colShield
+hash_key
+randomdata
+backgroundname
#col
+ct
+parentterrain
+plane
+cumulative_transformation
_matrix
+terrain
collideTrees
+ refcount
+ usingColTree()
+ colTree()
+ collideTrees()
+ Inc()
+ Dec()
+ Get()
#orig
+hudimage
+shieldmesh_str
+rapidmesh_str
+cargo_category
Quaternion
+ s
+ v
+ Quaternion()
+ Quaternion()
+ Conjugate()
+ netswap()
+ Magnitude()
+ operator*()
+ operator*=()
+ Normalize()
+ to_matrix()
+ from_vectors()
+ from_axis_angle()
vsUMap< const void *, float >
ShieldFacing
+ thetamin
+ thetamax
+ rhomin
+ rhomax
+ ShieldFacing()
+filename
+name
#csvRow
#target_fgid
#filename
CollideTable
+ CollideTable()
+ Update()
StarSystem::Statistics
+ navs
+ system_faction
+ newfriendlycount
+ newenemycount
+ newcitizencount
+ newneutralcount
+ friendlycount
+ enemycount
+ neutralcount
+ citizencount
+ checkIter
+ navCheckIter
+ Statistics()
+ AddUnit()
+ RemoveUnit()
+ CheckVitals()
bolt_draw
+ bolt_draw()
+ ~bolt_draw()
Stars
+ Stars()
+ SetBlend()
+ Draw()
+ ~Stars()
CollideMap
+ CollideMap()
+ CheckCollisions()
+ CheckUnitCollisions()
+ CheckCollisions()
+ CheckUnitCollisions()
UnitCollection::UnitIterator
it
+ UnitIterator()
+ UnitIterator()
+ UnitIterator()
+ ~UnitIterator()
+ isDone()
+ notDone()
+ remove()
+ moveBefore()
+ preinsert()
+ postinsert()
and 23 more...
StarSystem::StarXML
+ unitlevel
+ lights
+ moons
+ backgroundDegamma
+ systemcentroid
+ cursun
+ timeofyear
+ reflectivity
+ numnearstars
+ numstars
and 6 more...
Building::Buildingparent
#physics_buffer
#GravitationalUnits
#drawList
+orientation
+effective_relationship
+range
#fullname
XMLSerializer
+ XMLSerializer()
+ AddTag()
+ AddElement()
+ Write()
+ WriteString()
+ EndTag()
+ getName()
+ setName()
+collidetable
+stats
+bolts
#stars
+collidemap
#sigIter
#xml
+SubUnits
StarSystem
+ last_collisions
# current_stage
# terrains
# contterrains
# current_sim_location
# no_collision_time
# name
# time
# lightcontext
# dischargedMissiles
# zone
+ StarSystem()
+ StarSystem()
+ ~StarSystem()
+ SetZone()
+ GetZone()
+ AddMissileToQueue()
+ UpdateMissiles()
+ UpdateUnitPhysics()
+ RequestPhysics()
+ activateLightMap()
and 26 more...
+ beginElement()
+ endElement()
+ ProcessPendingJumps()
# LoadXML()
# beginElement()
# endElement()
# AddStarsystemToUniverse()
# RemoveStarsystemFromUniverse()
+rapidmesh
+shieldmesh
+colTrees
#uniqueUnitName
Unit::XML
+ randomstartframe
+ randomstartseconds
+ mountz
+ meshes
+ meshes_str
+ data
+ units
+ unitlevel
+ hasColTree
+ unitModifications
and 13 more...
ClientState
+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ getPosition()
+ getOrientation()
+ getTransformation()
+ getVelocity()
and 16 more...
Unit::Limits
+ yaw
+ pitch
+ roll
+ lateral
+ vertical
+ forward
+ retro
+ afterburn
+ structurelimits
+ limitmin
+ Limits()
Transformation
+ position
+ Transformation()
+ Transformation()
+ netswap()
+ to_matrix()
+ Compose()
+ InvertOrientationRevPos()
+ InvertAndToMatrix()
+ from_matrix()
Armor
+ frontleftop
+ backleftop
+ frontrightop
+ backrightop
+ frontleftbottom
+ backleftbottom
+ frontrightbottom
+ backrightbottom
+ Armor()
Pilot
+ comm_face
+ Pilot()
+ ~Pilot()
+ SetComm()
+ getCommFace()
+ getReactionTime()
+ getGender()
+ getRank()
+ getAnger()
+ getCommFaces()
+ GetEffectiveRelationship()
+ adjustSpecificRelationship()
+ DoHit()
Shield
+ recharge
+ efficiency
+ front
+ back
+ padding
+ frontmax
+ backmax
+ shield2fb
+ right
+ left
and 26 more...
+ Shield()
Unit::UnitJump
+ warpDriveRating
+ energy
+ insysenergy
+ drive
+ delay
+ damage
Unit::graphic_options
+ SubUnit
+ RecurseIntoSubUnitsOnCollision
+ missilelock
+ FaceCamera
+ Animating
+ InWarp
+ WarpRamping
+ unused1
+ NoDamageParticles
+ specInterdictionOnline
+ NumAnimationPoints
+ WarpFieldStrength
+ RampCounter
+ MinWarpMultiplier
+ MaxWarpMultiplier
+ graphic_options()
UnitSounds
+ engine
+ shield
+ armor
+ hull
+ explode
+ cloak
+ jump
+cockpitImage
+explosion_type
+squadLogo
+ainame
+type
+name
+faction
+directive
+xml
+old_state
+limits
+cumulative_transformation
+curr_physical_state
+prev_physical_state
+armor
+pilot
+shield
+jump
+graphicOptions
+sound
+activeStarSystem
#actionstring
#parent
Unit
+ killed
+ zapped
+ ucref
+ damages
+ mounts
+ gunspeed
+ gunrange
+ missilerange
+ inertialmode
+ turretstatus
and 31 more...
networked
serial
net_accel
attack_preference
unit_role
shieldtight
fuel
afterburnenergy
afterburntype
Momentofinertia
and 8 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
+unitwriter
#unitDst
+pMeshAnimation
MeshAnimation
+ curtime
+ unitCount
+ Units
# vecAnimations
# vecAnimationNames
# animatedMesh
# activeAnimation
# timeperframe
# done
# activeMesh
# nextactiveMesh
# infiniteLoop
# loopCount
+ MeshAnimation()
+ Init()
+ AnimationStep()
+ clear()
+ ~MeshAnimation()
+ getAnimationName()
+ getAnimationNumber()
+ ChangeAnimation()
+ ChangeAnimation()
+ StartAnimation()
and 10 more...
+ UpdateFrames()
#unit
#nebula
Nebula
color
Density
fognear
fogfar
index
explosiontime
fogmode
fogme
lastfadein
fadeinvalue
+ InitNebula()
+ getFade()
+ PutInsideCam()
+ isUnit()
+ reactToCollision()
+ UpdatePhysics2()
+ SetFogState()
# LoadXML()
# beginElem()
# Nebula()
# Nebula()
# Nebula()
# beginElement()
Unit::Computer::RADARLIM
+ maxrange
+ maxcone
+ lockcone
+ trackingcone
+ mintargetsize
+ capability
+ locked
+ canlock
+ trackingactive
+ RADARLIM()
+ GetBrand()
+ UseFriendFoe()
+ UseObjectRecognition()
+ UseThreatAssessment()
UnitContainer
+ UnitContainer()
+ UnitContainer()
+ UnitContainer()
+ operator=()
+ operator==()
+ operator!=()
+ operator==()
+ operator!=()
+ ~UnitContainer()
+ SetUnit()
+ GetUnit()
#lightgroup
+computer
#parent
+aistate
+pImage
Building
continuous
vehicle
+ IsUnit()
+ UpdatePhysics2()
+ ownz()
# Building()
# Building()
# Building()
# Building()
Animation
+ Animation()
+ Animation()
+ Animation()
+ ~Animation()
+ Draw()
+ SetFaceCam()
+ SetInterpolate()
+ CalculateOrientation()
+ DrawNow()
+ DrawNoTransform()
and 6 more...
+ ProcessDrawQueue()
+ ProcessDrawQueue()
+ NeedsProcessDrawQueue()
+ ProcessFarDrawQueue()
+ NeedsProcessFarDrawQueue()
VSSprite
+ VSSprite()
+ VSSprite()
+ VSSprite()
+ ~VSSprite()
+ LoadSuccess()
+ Draw()
+ DrawHere()
+ Rotate()
+ SetRotation()
+ GetRotation()
and 15 more...
vsUMap< std::string, std::string >
+ordermap
+leader
+target
+radar
+threat
+target
+velocity_ref
#group
+DockedTo
+pExplosion
+pHudImage
Flightgroup
+ leader_decision
+ flightgroup_nr
+ nr_ships
+ pos
+ nr_ships_left
+ nr_waves_left
+ orderlist
+ Decrement()
+ Flightgroup()
+ Init()
+ Flightgroup()
+ operator=()
+ ~Flightgroup()
+ newFlightgroup()
Unit::Computer
+ ecmactive
+ NavPoint
+ force_velocity_ref
+ threatlevel
+ set_speed
+ max_combat_speed
+ max_combat_ab_speed
+ max_yaw_left
+ max_yaw_right
+ max_pitch_down
and 7 more...
+ max_speed()
+ max_ab_speed()
+ Computer()
Order
type
subtype
done
targetlocation
suborders
messagequeue
+ ChooseTarget()
+ PursueTarget()
+ ClearMessages()
+ Order()
+ Order()
+ Destroy()
+ Execute()
+ queryType()
+ queryAny()
+ eraseType()
and 24 more...
~Order()
Destructor()
UnitImages< void >
+ CockpitCenter
+ timeexplode
+ cockpit_damage
+ ecm
+ repair_droid
+ next_repair_time
+ next_repair_cargo
+ cloakenergy
+ cloakrate
+ cloakglass
and 19 more...
+ UnitImages()
+ ~UnitImages()